

/r/League32 League Rules

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I. Objective

/r/League32 (L32) is an Xbox One Madden 15 Connected Franchise league that is an established community of Madden players who enjoy a simulation-like experience while also realizing that this is, in fact, a video game.

We're looking for players that are mature, reliable, fun, and who respect and contribute to our league.

II. League Information and Settings

a. Joining

You can apply to the league by posting a thread on <http://www.reddit.com/r/league32>

b. League Settings

commissioner)

League Name: **xLeague32x**
League Password: **(ask the Commissioner)**
(Gamertag: Basshead37)

Salary Cap: **On**
Skill Level: **All Pro**
Quarter Length: **7 Minutes**
Accelerated Clock: **On**
Injury: **On**
Pre Existing Injury: **Off**
Trade Deadline: **On**

Custom Playbooks: **Allowed**

c. Advance Schedule

The league will advance as soon as all games for the week have been played or every 3 days, whichever is sooner.

III. Game Play Rules

a. 4th Down

You may go for it on 4th down if you are losing in the 4th quarter.

You may go for it on 4th down if you are losing by 14+ points in the 3rd quarter.

You may go for it on 4th down and 1 (or closer) when at or past your opponent's 45 yard line.

When on defense, it is highly recommended that you do not call your 4th down play until the offense has chosen their play. This will allow you to better select plays should your opponent decide to go for it on 4th down.

b. Special Teams

Onside Kicks are only allowed if you are losing by enough that you must use onside kicks to achieve a comeback. No matter the score, you are not to use onside kicks in the 1st half of the game.

Fake FGs **may** be attempted on any 4th down when you are within FG range. FG range is defined as 62 yards or less.

Fake punts will be governed according to the rules regarding 4th downs (above).

You **may** attempt to block extra points.

You **may** go for 2 point conversions at any time when at the opponent's 1 yard line (usually due to penalty during the extra point) OR if a 2 point conversion is needed to bring scores back into alignment OR if you would like to try to win the game on the final play of the game by going for 2.

c. Offense

You can run any type of offense you like. Rules and stipulations can be made as they are needed.

d. Defense

You may run the same defensive play every play on defense, but if you do, understand that the offensive player may become repetitive in how they exploit your particular defense. For that reason, it is advisable that you mix up your defensive plays.

e. Position Changes

All position changes that are allowed in game are allowable with the exceptions below:

QB cannot be changed

HB cannot end up as TE (by way of HB->FB->TE)

IV. Community Rules & Courtesy

a. Disconnections

If the game disconnects and players agree the game was not decided, the game will be replayed as if it never began.

If both players agree that the game had been decided when the disconnection occurred, the winning player will replay the game against the CPU (losing player is placed on autopilot).

If there is a dispute on whether the game was decided, notify the commissioner, and he will make the decision.

Multiple disconnections are deemed sketchy.

b. Autopilot

If you are not able to play your game for the week, please either place yourself on autopilot or let the commissioners know, and they will place you on autopilot.

c. Trading

You are not allowed to trade with CPU teams or player-owned teams that are placed on autopilot.

Any trades that are two users blatantly exploiting a team for picks or players can be reversed at the discretion of the commissioners;

i.e.: One player trading all of his picks or players to another before quitting the league.

d. Reddit

The league's primary source of news and information is located at <http://www.reddit.com/r/league32>. Each owner is encouraged to post game recaps (or videos) and be active on our subreddit.

Most owners schedule upcoming games by using the private message features on Reddit or xbox live

GroupMe - Owners are required to signup at groupme.com and become a part of the GroupMe group. This will make it much easier to be active and schedule games with other league members.

e. Courtesy

It is each owner's responsibility to be considerate and reasonable. The goal of the league is to create an active and fun community that can endure many seasons together; any behavior that interferes with that goal will not be tolerated. The following is a non-exhaustive list of behavior that is considered detrimental to the league:

Running up the score

Quitting a game before it finishes (rage quitting)

Consistently late or not showing up at scheduled times

Cutting a player(s) to reduce cap space, and then immediately re-signing the player at a reduce salary

If you feel that your opponent is consistently breaking the rules, the best thing to do is immediately pause the game and communicate. Often there is a simple misunderstanding or ignorance of the rules.

f. Switching Teams

Each owner is allowed 1 team switch, which may only occur when another owner leaves the league. Furthermore, if the owner would transfer away from a team that has in excess of \$20M in cap penalties in either the current or upcoming season OR if the abandoned team would be left with no draft picks in the first 3 rounds of the upcoming draft, that owner must seek permission from the commissioner.

V. FAQ

Q: What are the penalties for breaking the rules?

A: Each penalty will be assessed on a case-by-case basis. The league's goal is to create a fun and competitive environment for the maximum number of owners. If an owner is taking away from that experience consistently, he will be removed from the league.

Q: How is running up the score determined?

A: Primarily by being reasonable. Do not call timeouts when leading in the 4th quarter so that you can get the ball back and add on stats/additional scores. Do not repeatedly run the same plays that you know your opponent can't stop when the game is well in hand. Do not keep running plays when your opponent is out of time outs and you are able to clock the remainder of the game. Please use common sense and be respectful to your opponent.

Q: Real teams do that. Why can't I?

A: This is NOT the NFL; it is a simulation league that falls under the restrictions and limitations of the game coding. There will always be overpowered features and exploits. If you are asked to refrain from doing something, it is for a good reason.

Q: My opponent is "nano blitzing" me. What action can be taken?

A: The term "nano blitz" is used so commonly that it has very little meaning at this point. If you are being blitzed by your opponent and are having difficulty stopping it, try asking your opponent or a member of the league how to stop it. You will be surprised how often somebody has a good answer. Almost all of these blitzes can be stopped by blocking additional players (such as TE) or by slide protecting. If the blitz breaks the rules of Defense (defined above), action will be taken.